



CAMPOREE

DISTRICT PLANNING GUIDE



PACIFICA DISTRICT, ORANGE COUNTY COUNCIL
BOY SCOUTS OF AMERICA



Unit Leader's Guide



2015

*THIS GUIDEBOOK CONTAINS
THE INFORMATION YOUR TROOP WILL NEED
TO PLAN AND PARTICIPATE IN THIS EVENT*

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***Please check the following website periodically for
Updates (marked in red) and other event updates:***

<http://Pacifica.OCBSA.org>

Official information website for this year's OCBSA Pacifica District Camporee.

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OFFICIAL NOTIFICATION TO ALL PARTICIPANTS...

A great event depends on great planning so we need your help by (1) checking the Pacifica District website for any updates at <http://Pacifica.OCBSA.org>, (2) registering early, (3) completing all required forms and (4) preparing your scouts to do their best and to have fun. If you have any questions, simply contact one of the Adult advisors or the SPL listed above for more information.



Thank you from your Camporee Staff Advisors

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Pre a m b l e

IMPORTANT... The Orange County Council – **Camporee District Planning Guide** contains a two-part “Unit Leader’s Guide” as these two related documents are released at different times. This document is Part 1, the first release, which is designed to get the necessary general information and forms out to the district’s unit leaders in order to begin advanced coordination and preparation prior to the scheduled district event. This section includes the designated Camporee theme and “preliminary” summary of events and activities, “preliminary” schedule, registration materials, map/directions, and general rules, etc. The Part 2 document will be released subsequently, contains more specific information regarding the planned events and activities that as developed and finalized by the Camporee youth staff.

Intro d u c t i o n / T h e m e

Thank you for your interest in participating in Pacifica District’s annual Camporee. The excitement begins on a Friday with the arrival of hundreds of Boy Scouts, Webelos, and adult Scouters. A number of theme-based (competitive) scouting skills events will open on Saturday morning followed by various fun afternoon events / activities to be determined by the Camporee youth staff. Saturday evening is the Campfire Program highlighted by skits, songs, and flag retirement. It all culminates with a Scout’s Own and Camporee awards presentation Sunday morning.

Theme

In the spirit of Scouting, this year’s Pacifica District Camporee theme is: **“Frontiersmen”**



Following the annual designated Camporee theme adds value to the overall fun of the event and should be an essential aspect of your unit’s event planning process. The Camporee theme may be conveyed through the unit’s orienteering project, individual’s added attire, and demonstrated by the troop’s / patrol’s scouting spirit. The Camporee staff and Spirit Team will be promoting the theme throughout the weekend.

Proper Scout Attire

Class A uniforms are to be worn at all flag assemblies and the awards ceremony (not spirit rallies).

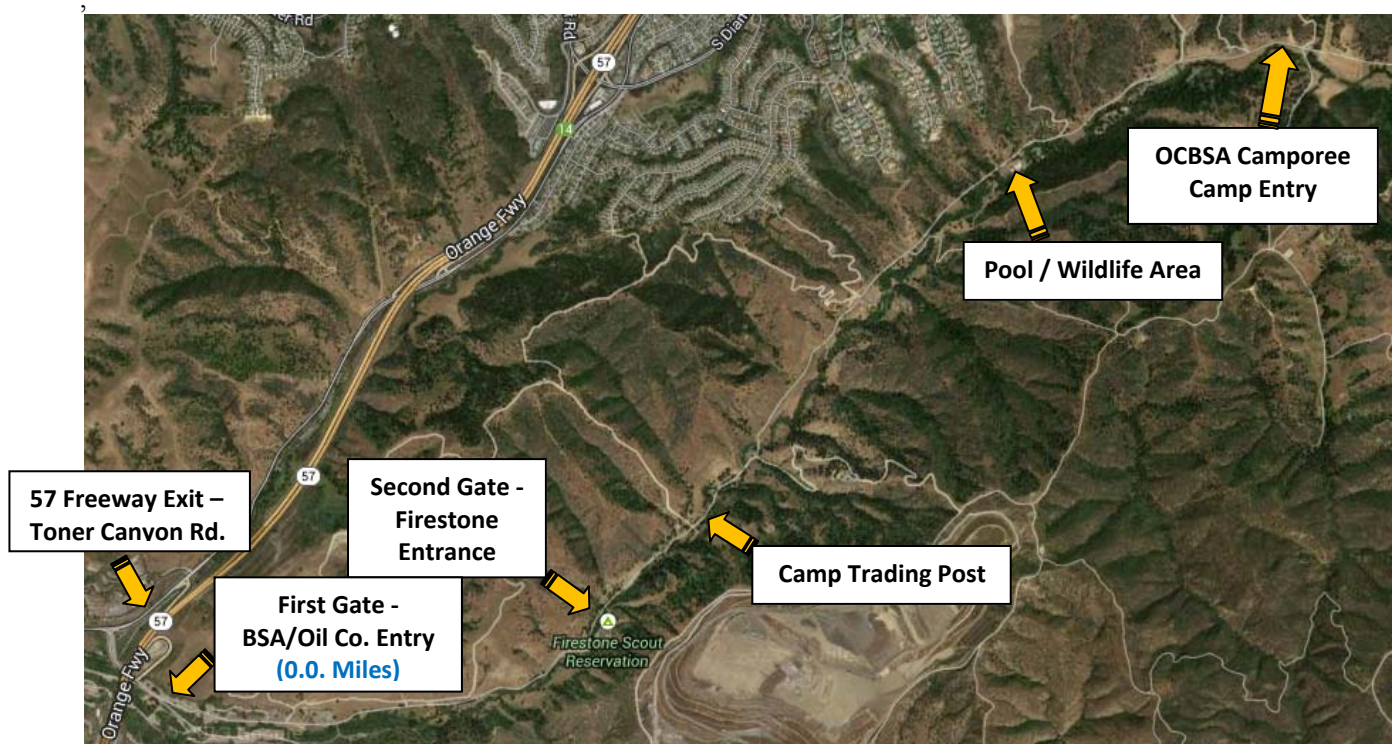
The morning skills competition will be in **CLASS B uniform or appropriate themed attire**. All patrol members are expected to dress alike. Appropriate themed spirit clothing and themed related items (e.g. accessories, props) within the patrol are encouraged. We are interested in aspects such as neatness, completeness and uniformity of Scout uniforms / themed attire and patrol spirit! Special clothing items that may provide a competitive edge such as running cleats are not permitted.

Themed items do not include weaponry or replicas of any type (e.g. firearms, swords, spears, etc.). Such items are Not Permitted and will be confiscated.

Area Map - Toner Canyon, Brea

Ref. GPS - Lat. 33-56'33"N Long. 117-50'52" W (Elev. 180M or 591 ft).

Pacifica District's annual Camporee will be held in Brea, CA at the Los Angeles Area Council's Firestone Scout Reservation (LAAC-FSR) in the Loma Linda & Wyott campsites. See Attachment 1 for driving directions and map which may be used as a handout to participating drivers. Note: **Arrival time is Friday after 1:00 pm** as the campground will be previously closed for set-up. Be prepared to be stopped at the FSR entry (Please inform the guard you are going to the OC Pacifica District Camporee). All units are expected to checkout by Noon Sunday. Please contact the Adult Staff Advisor to request any deviation from this policy.



Mileage: The distance from the BSA / Firestone gate to the Camporee entry / Headquarters is ~ 5.1 miles

Mile Markers

0.0 = First Gate - BSA / Oil Company Entrance

1.7 = Second Gate - Firestone Entrance

2.3 = FSR Camp Trading Post Office

3.9 = Pool / Wildlife area

5.1 = OCBSA Camporee Camp Entry

Camp 'Site' Map - O.C. Pacifica Camporee (Loma Linda / Wyatt Campground)



Staff HQ: This is the Camporee Staff Headquarters. It is the focal point for the Friday night Cracker Barrel, any SM / SPL Meeting(s), Registration / Security, First Aid and the Security/Search and Rescue unit and for the submission of several scheduled competitive entries (including the Golden Spoon and Golden Pie Tin).

Event Fields: This is where all Morning Competitive Events and afternoon (non-scored activities will take place.

IOLS: At the release of the Camporee Leader's Guide, the Introduction to Outdoor Leadership Training (IOLS), an Adult Leader training program run by the Pacifica District Training Committee, has not been planned / scheduled for this event.

Parking: Upon arrival, the Camporee Security Staff will direct you to the designated Parking areas (see above map). All vehicles must have an assigned Parking Permit and must face out to the roadway in case of emergency. Speed limit in camp is **5 MPH** for safety and to reduce the dust / allergen level.

Camporee Schedule

Friday (Arrival Day)		
13:00 hours	Gates Open, Registration Check-in Begins (forms turn-in)	Entry / Staff HQ
13:00	Campsite Setup / Pioneering Projects (Event Field – Off Limits)	Troop Sites
19:00	~ Flag Lowering ~	Staff HQ
21:00	Cracker Barrel - SM & SPL Meeting	Staff HQ
21:15	Troop Camp Time	Troop Site
22:00	Patrol Leaders Council	Troop Site
22:30	~ Taps ~	Camp-wide
23:00	Camp Quiet – Pioneering Projects or gateway construction may continue until midnight, but troops must keep to a very low noise level and an adult must be present at all times. Staff safety inspections begin	Camp-wide
24:00	Lights Out – <u>No Exceptions!</u>	Camp-wide
Saturday (Competition Day)		
06:30	Reveille	Camp-wide
07:15	Opening Ceremonies (Field Uniform - Class A)	Fire Pit (Bowl area)
07:30	Spirit Rally & Scoutmaster / SPL Competition #1	Fire Pit (Bowl area)
08:00	Breakfast and Cleanup	Unit Campsites
08:45	Competitive Patrol Skills Competition – Begins	Event Field
12:30	Competitive Patrol Skills Competition – Ends	Event Field
13:30	Spirit Rally & Scoutmaster / SPL Competition #2	Fire Pit (Bowl area)
14:00	Patrol Flag Competition (Turn-in)	Staff HQ
14:00	Afternoon Events – Begins	Event Field
16:15	Afternoon Events – Ends	Event Field
16:30	Spirit Rally, Scoutmaster / SPL Competition #3, & Closing Flag Ceremony (Field Uniform - Class A)	Fire Pit (Bowl area)
17:00	OA Scoutmaster / SPL Social (immediately after rally)	Fire Pit (Bowl area)
18:00	Golden Spoon & Golden Pie Tin entries due	Staff HQ
18:30	OA Serpentine / OA Callout	Midway
19:00	Campfire Show	Fire Pit (Bowl area)
22:30	~ Taps ~ (Camp Quiet / Lights Out)	Camp-wide
Sunday (Departure Day)		
06:30	Reveille	Camp-wide
07:00	Scout's Own / Interfaith Religious Services	Fire Pit (Bowl area)
08:00	Awards Ceremony / Closing Ceremonies (Field uniform – Class A)	Fire Pit (Bowl area)
10:00	Unit "Checkout" (Camp Critique / Patches)	Staff HQ
12:00	Depart	Camp wide

Unit Leader Roles & Responsibilities

Unit Leader Roles / Responsibilities

The Unit's Committee Chairperson (CC) and Scoutmaster (SM) work jointly together in their primary roles for preparing the unit for the district Camporee. Other adult and youth leaders within the unit should be engaged to serve in designated secondary roles in order to assist the unit in all aspects of preparation, follow-up and execution. It is also imperative that communication within the unit be accurate, timely and inclusive (e.g. flowed to the unit's adult / youth leadership, youth and parents). Similarly, all necessary paperwork should be organized, accurate, complete, and legible; and submitted in a timely manner. Although both the CC and SM may share / delegate their responsibilities at a secondary level however, the ultimate responsibility remains with the primary role leaders.

Troop SPL / ASPL Responsibilities

The Unit's Leadership should identify their Senior Patrol Leader (SPL), for the district Camporee. This may be the current SPL or if unavailable for this event, a temporary SPL. The troop's SPL for Camporee should establish the parameters for ensuring scouts do their best and have fun. The SPL, ASPL, SM, The Patrol Leaders (PLs) should include aspects of Camporee in their patrol meetings to properly prepare. The CC and troop (parent) Members of Committee (MC), should also be engaged to ensure all paperwork is complete, accurate and is submitted on-time.

OA Election / Tap-Out

It is advisable that a troop meeting be planned to allow for nominations of scouts into the BSA service organization called Order of the Arrow (a.k.a. "OA"). The unit's Scoutmaster or designated OA Representative leader should contact the OA Amimi Chapter Chief or Advisor in advance to meet with the troop, explain the function / qualifications of OA, and obtain the list of qualified candidates. After conducting a ballot vote by the troop's registered youth members, the results are held in confidence by OA until the Tap-Out ceremony at Camporee on Saturday evening.

Note: All Scouts and Scouters should "Be Prepared" in advance (take warm clothing, jackets, flashlight / headlamp, etc.) for the OA Serpentine (see Sat. evening schedule) and Campfire / Call Out. The Serpentine is a line made up of both youth scouts and adult scouters only. It begins in the midway area and increases in size as it passes each troop's campsite where the scouts / scouters join the line (in silence) and who are then led to their destination (the bowl area). Be advised that those scouts and scouters who are called-out by OA are lead directly to the secluded OA site and will not be allowed to return to their troop's campsite until the OA ceremony has concluded. Family members, visitors and Scouts / Scouters who are not tapped-out ARE NOT invited to attend or to visit the OA site during the ceremony. Personal belongings left behind are not the responsibility of the Camporee Staff. Any items left behind may be collected and taken to Lost & Found at Staff HQ.

Camporee Staff Recruitment

All Scoutmasters should consider allowing some scouts, First Class or higher, an opportunity to join the Camporee youth staff and to allow them to develop their leadership skills by joining other Scouts and Scouters in planning and running a district-wide event. A flyer recruiting youth staff will be provided at the district's monthly roundtable and may be available online on the district's website. Staffing may be limited so sign-up early for the best positions!

Spirit

All units should have fun and get in the spirit of Scouting. Follow-through on the theme and show everyone your unit's Spirit at Camporee!

C o u n t d o w n t o C a m p o r e e

Proper Planning and Execution is Critical !!!

Below are a few items that unit leaders should be aware of and may need to address prior to Camporee. It is essential that attention be given to the prompt execution of these time tasks as any delays could have a potential impact on the unit's preparations, activities and outcome.

Tour Planning Worksheet / Approved Tour Plan [tour and activity plan](#)

All units MUST have a copy of an "approved" [Tour Plan](#) upon arrival at Camporee. Upon request of the Camporee Staff, the unit leader must present their approved Tour Plan otherwise, the unit may not be permitted to enter the Camporee campsite or camp within the Firestone Scout Reservation. This Tour Plan must be posted and visible in your campsite for inspection at any time. Having a posted Tour Plan can also factor into your 'Campsite Inspection' score.

All Tour and Planning Activity Forms must be submitted by using only the "online" version. Only registered leaders are permitted by national guidelines to file a Tour and Planning Activity Form. go to MyScouting.org to create and submit your Tour and Planning Activity Form. Please use the online version of the plan. It is a unit-level tool when you sign into MyScouting.org.

Find a printable version for your Scouters without Internet access on the [tour and activity plan FAQ](#) page. Please review all of the information on the page and the hyperlinks. A video showing you how to submit a tour and activity plan is on the FAQ page and [here](#). If you use the online version, you no longer have to collect signatures or council approval. Complete the plan and certify that any missing requirements will be completed before the trip begins. When you submit the plan online, an email will be sent to your council, chartered organization, committee chair, and your designated emergency contact.

Health and Safety (Medical Record)

For Camporee, all units are required to have as a minimum, a completed **Annual Health and Medical Record forms (Part A and B)** for all participants. These may be inspected at any time and the Unit Leader must have them available at all times. Be aware that the Record (date) does not expire prior to the last day of Camporee.

Policy on Use of the Annual Health and medical Record:

<http://www.OCBSA.org/wp-content/uploads/2012/02/Medical-Form-2011.pdf>

Medial Forms are available online! Visit this link to print your own:

<http://www.OCBSA.org/resources/>

Unit "Pre-Camporee" Training / Campout

Units leaders may want to plan ahead and take the opportunity to check out their troop's gear, create patrol flags / yells, set up a campsite, and practice scout skills as well as test their leadership. Being able to make adjustments before Camporee begins can make a real and profound difference in the overall performance and quality of your Camporee experience. Remember however that your number one goal is to make it fun for our Scouts.

Unit Registration Process

Unit Registration

Admission to the camp and participation in scout events / activities is limited to registered members of the BSA Orange County Council - Pacifica District (e.g. Webelos, Boy Scouts, Scouters, Scout Leaders, Crews, Explorers, and Council/District Leaders). In conjunction with BSA Youth Protection guidelines, any person(s) who are not registered with OCBSA, or are not officially registered and paid as a participant of the Pacifica District Camporee, will not be permitted to enter the campground.

Special Guests (parents / guardians) may attend Saturday only for the day only and must depart by 9:00 P.M. Unit Leaders must provide an alphabetical list, indicating unit number and sorted by last name, first name, of all invited guests to the Camporee Registration Staff upon the unit's arrival. Anyone who has not registered prior to Camporee is required to check-in & check-out at Staff Headquarters.

Unit Leaders are to and their invited guests are expected to behave according to the principles of the Scout Oath & Law, and adhere to Youth Protection Guidelines and Guide to Safe Scouting (<http://www.scouting.org/scoutsourc/HealthandSafety/GSS.aspx>). Invited guests are to be advised to please stay with your Pack or Troop.

Please see the attached Registration form for “Early Registration” at discounted prices and the deadline for early submission.

Unit Registration Process

1. Standard Registration

The unit's “completed” Registration form and applicable payment can be delivered in person (by a designated registered member of your unit) to the following address:

**Orange County Council, Boy Scouts of America
1211 East Dyer Road
Santa Ana, Ca 92705
Attn: Pacifica District Camporee (Acct. # 1-6801-141-20)**

IMPORTANT: Be sure to list on the any envelope and on the check draft memo line, your Unit No. and indicate, “**PACIFICA DISTRICT CAMPOREE Acct. No. 1-6801-141-20.** Retain your receipt !!! If you register late, please bring a copy of your receipt to Camporee.

2. Roundtable Registration

For your convenience, you may bring your completed Registration form and applicable payment to the Camporee registration table at the Pacifica District Roundtable prior to Camporee. The Pacifica District Roundtables are held on the second Thursday of every month.

3. Electronic Registration – (Not currently available)

General Information

WHO:	An anticipated 700-800 Boy Scouts, Cub Scouts and Leaders from BSA Orange County Pacifica District will camp together, demonstrate their scout skills in competitive events, participate in fun events, visit other units, join in a campfire program, demonstrate scout spirit and enjoy the outdoors.
WHEN:	March 13-15, 2015. Check-in starts at 1:00 p.m. on Friday (Note: The FSR Camp Ranger will not permit earlier entry)
WHERE: DRIVING DIRECTIONS:	Los Angeles Area Council - Firestone Scout Reservation (LAAC-FSR) 19001 Tonner Canyon Road, Brea, Ca 92821 Exit information from the Northbound Orange Freeway (57) – See Maps <u>Head North from 91 / 22 Freeways</u> Exit Tonner Canyon Road and turn left at the stop sign (end of off-ramp). Proceed to the guard gate (<u>display your pre-assigned BSA OC Camporee parking permit – driver's side dashboard throughout the weekend</u>) then drive on approximately 5 miles from this gate to the OC Camporee Gate / Camp Headquarters. <u>Please be aware of the posted speed limit and drive safely!</u> In-Camp speed limit is 5 mph. Assigned Staff personnel will be directing traffic as needed so Please DRIVE SAFELY.
TRANSPORT (TO / FROM):	Transportation to and from camp is the responsibility of the unit. We urge all unit leaders to plan in advance for the efficient transport of scouts and equipment (e.g. make arrangements to carpool where possible). Allow for traveling during rush-hour traffic. All transport vehicles must conform to State of California motor vehicle regulations. Vehicles should only be driven by licensed drivers 18 years of age or older, and have adequate insurance as required by the State of California. Under NO circumstances are passengers to be carried in trucks beds (cab only, or outside of vehicles).
PARKING:	Parking for an event this large is limited and always a challenge. Parking will be in designated areas only! No motorhomes or camp trailers will be permitted in the campground. <u>For emergency purposes, all vehicles must be parked facing out toward the roadway. In camp Speed Limit is 5 mph. Please be mindful of scout safety and follow any directions provided by the Staff Security / Parking Control. IMPORTANT:</u> Only vehicles with assigned Camporee PARKING PERMITS will be permitted into the campground however they will not be allowed into the troop campsite area (e.g. midway). Exception (1): Vehicles carrying troop field gear will be allowed into the campsite area for unloading but must be moved <i>immediately</i> afterwards to a designated parking area. Unloading should take no more than 15-20 minutes using help from your troop members. Vehicles with personal gear will have to park and hike with their gear to their designated troop area. Exception (2): One troop trailer (not the towing vehicle) may be parked in the rear of the campsite space permitting and may not be moved until departure on Sunday.
COST:	The cost of the Camporee is listed on the Registration per person per day. This covers camping fees, events, any awards, and patches. Units may charge reasonable added fees to cover their own unit expenses, such as food and transportation cost. The unit's Total cost to attend Camporee should not be so much as to preclude any scout from attending Camporee. If for any reason the patches are not available for Camporee, they will be distributed by unit at the next District Roundtable.

<p>IMPORTANT ! REGISTRATION AND CHECK IN:</p>	<p>Registration period is January-March 2015. For your convenience, Early Registration (completed registration form and check) will be taken at the February 12th District Roundtable. Registration forms are included in this Unit Leader's Guide and online at http://Pacifica.OCBSA.org Preferred “Early Registration” ends February 27, 2015. Any Registration materials submitted afterwards will be considered “late“ and additional fees can apply. All registration should be submitted no later than March 2, 2015. Refer to Registration Form – see Attachment #2. Each troop in attendance will need to present an approved tour plan/permit.</p>
<p>TOUR PERMITS:</p>	<p>Each unit is <u>required</u> to file their own Tour Permit. Please Include the <u>approved</u> tour permit number on the registration form and attach a copy of the approved permit. Be sure to bring the original Tour Permit to Camporee.</p>
<p>CAMP BOUNDRIES:</p>	<p>Units are to be set-up camp within the boundaries established (marked) by the assigned Staff. No moving of the campsite boundary markers is permitted without the permission of the Camporee Adult Advisor. Do not enter or walk through another Troop's campsite without first asking permission. NOTE: Scouts and Scouters are prohibited from being on the competition event field on Friday. Scouts must remain within the boundaries of the Loma Linda and Wyott camp areas or designated shooting sports area(s) at all times. No hiking outside of the campground without the permission of the Camporee staff is allowed.</p>
<p>CAMPSITE SAFETY:</p>	<p>Each unit is responsible for keeping their camp and any common areas around their camp, clean and presentable. All campsites must be free from safety hazards (fire / obstruction / tripping) including: hot / unattended cook devices , non-stowed tools (hammers, axes) / equipment (power hammers, ing axes) and materials (lodge poles / ropes) and other obstructions (unmarked guidelines, rope), etc.</p>
<p>UNIFORM:</p>	<p>The Official Field Uniform (previously “Class A”) is required for travel to/from Camporee, and all Camporee meetings, flag ceremonies, the campfire show and religious services. <i>This is a scouting event and proper attire is expected of all participants.</i> <u>If a patrol shows up at an event without everyone in uniform, the patrol will not be allowed to participate until they have corrected the problem.</u> Hats are encouraged for sun protection. Each patrol must have the same uniform, either an Official “field” Uniform or their troop's Activity Uniform (class B) or other uniform attire. The goal is everyone must dress alike within the</p>
<p>FIRES:</p>	<p>NO open campfires will be allowed in the campsites. Unattended fires are not permitted. Weather permitting, charcoal cooking may be permitted with the use of proper equipment and only if raised off the ground. NO liquid-filled stoves or lanterns allowed.</p>
<p>FIRE SAFETY:</p>	<p>Water / Sand buckets and fire extinguisher(s) [A-B-C rated] are required in each campsite and are a part of the Campsite Inspection. All Fire Safety equipment must be in plain sight and easy to reach.</p>

ALCOHOL & WEAPONS:	Alcoholic beverages and weapons of any kind are NOT PERMITTED. Exception: Scout pocket knives are allowed or the sole purpose of demonstrating Scout Skills under the supervision of the unit's leader(s).
ELECTRONICS POLICY:	Electronic or GPS devices, even if incorporated into watches, cell phones, iPods, etc. are not permitted near any of the competitive events (e.g. on the competition field or at the Scoutmaster competitions). If a Scout for health reasons requires an electronic device, it needs to be approved by the unit leader and Camporee SPL and Adult Advisor prior entering upon the event field at the beginning of the scheduled competitive events.
COMM. DEVICES:	FRS Radios are permitted however, Scouts and Scouters are to refrain from using the same channel / sub-channel as Camporee Staff. Interference with Staff communications will not be tolerated, and Staff will confiscate any radio being used inappropriately. Also, be aware that there may be no cell phone reception in the camp area. Lost or damaged equipment is not the responsibility of the Camporee Staff or BSA.
FIRST AID:	Each troop is required to have a Troop First Aid Kit. Minor injuries should be treated by the troop however the Camp First Aid Station, located near the Staff Headquarters will be available for everyone. All severe injuries / hurry cases must be reported immediately to both the Unit Leader and Camporee Adult Advisor for prompt action.
WATER:	Several water spigots are located throughout the campground. Each unit is responsible for hauling water to their camp and disposing of wastewater properly. Washing of dishes, clothes, or other articles is NOT permitted at the spigot locations. Scouts are not to play at water collection locations.
TOILETS:	BSA Youth Protection guidelines require separate toilet facilities for youth and adults. Only adults may use toilets marked as Adults Only. These will be clearly marked with signs. Port-A-Potties are located throughout the campsite and event areas. ADA toilets are limited. Portable wash stations will be co-located. Each person is responsible to leave the latrine clean and usable for the next person.
TRASH:	<u>DO NOT burn trash</u> . It is expected that all trash and garbage be removed by each troop. Disposable trash containers may be located throughout the campground. Please ask scouts / visitors to use them! A dumpster may be available
GATEWAYS:	Each unit is to bring and setup a Gateway. Gateways will be scored on theme , creativity, and construction as part of the campsite inspection.

TAPS / REVEILLE:	Taps will be at 10:30 P.M. on Friday and Saturday night . This means <u>in bed and QUIET!!!</u> Please remember the 5th point of the Scout Law. Reveille will be at 06:30 A.M. on Saturday and Sunday . If your troop has a bugler, please contact the Camporee Adult Advisor as soon as possible.
PATROLS:	Please remember, the spirit of Camporee is not "winning" but having fun and doing your best in the events / activities; Scoring will reflect each patrols' Scout skills, Scout knowledge, Scout spirit and overall teamwork.
CRACKER - BARREL:	All SMs / SPLs are invited to attend the Friday evening cracker-barrel for some light refreshments and to obtain any updated information / announcements / schedule changes, etc. All information should be shared with your unit leaders / scouts upon your return to your unit's campsite.
INFORMATION BOARD:	An information board will be placed near the Staff HQ for posting pertinent Camporee information such as the Campground Map (with unit locations), Camporee Schedule / changes, notifications / updates from the Camporee Staff Advisor and/or SPL, etc.
SHOOTING SPORTS:	(Shooting sports will not be offered at this Camporee)
(MORNING) COMPETITIVE EVENTS:	Patrols will compete on Saturday morning in various events designed to showcase their scout skills. All competitive events will be scored as determined in advance by the Youth Staff running these events. Any questions by the patrols must be brought up in advance of running the event. Any issues or problems must be addressed by the patrol leader and the troop's SPL and brought to the attention of the Camporee SPL for resolution. If the issue cannot be resolved, it must be elevated to the Scoutmaster and Camporee lead Adult Advisor respectively and in a timely manner. Please remember that the Camporee Staff has worked hard to make Camporee a success and your patience and courtesy is greatly appreciated. <u>To be eligible for the Troop "Presidential Award" all patrols must complete all competitive "scored" events.</u> √ The following Camporee Morning Events (7) are subject to change or modification: First Aid, Height / Distance, Pioneering, Knots, Obstacle Course, Fire-Building, and Kim's Game.
(DAY) OTHER EVENTS:	Friday night: Pioneering Gateway Competition; Saturday: SM / SPL Competitions, Campsite Inspection, Golden Spoon (dinner) & Golden Pie Tin (dessert) competitions, and Patrol Flags Competition.
(AFTERNOON) ACTIVITIES:	These activities vary every year and can range from running events, soccer, frisbee golf, obstacle course, tug-o-war, egg-toss, lion and deer, water games, hill slide, built-it activities, etc. √ The afternoon activities will be announced at Camporee

ORDER OF THE ARROW:	Refer to the previous section entitled, "Unit Leader's Roles & Responsibilities" for information. Additionally, the OA may provide a snack bar on the Event field for scout's looking for a boost of energy.
CAMPFIRE PROGRAM:	Saturday evening at approximately 7:00 P.M. the entire camp will come together for the Campfire program. This may include a flag retirement ceremony, a slide show recapping the day's events and scouts in action, staff run-ons and skits, etc. Official Field Uniform, please. Leaders, please ensure the entire audience has a good time by enforcing proper Scout conduct at the show. You may bring blankets or chairs however, those with chairs should sit behind those without so that all may have great view.
RELIGIOUS SERVICES:	Everyone is welcome (and expected) to attend. The time and locations for different services will be announced at Cracker Barrel Please wear your Field Uniforms to the services.
I.O.L.S. TRAINING:	At the release of this document, the Pacifica District Training program for adult leaders has not been planned nor scheduled during this event. Please check the district webpage for further information when available.
PLANTS & WILDLIFE:	Do not bother any of the natural plants or wildlife you may find in the reservation. Remember your Outdoor Code! There are deer, coyotes, goats raccoons, gophers, field mice, ticks, scorpions, spiders and snakes. Rattlesnake sightings should be reported <u>immediately</u> to an adult scout leader, Camporee Adult Advisor and the Camp Ranger. Stay clear and DO NOT surround any animal to prevent its escape. <u>Be safe not sorry!</u>
SERVICE PROJECTS:	If any unit / patrol would like to sign-up to complete a service project while at Camporee, please contact the Camporee Adult Advisor for further information.
RIBBONS / PRESIDENTIAL AWARD:	First, Second & Third Place ribbons for competitive events / activities will be awarded at the Sunday morning troop gathering. To be eligible for the coveted "Presidential Award" (for the top-ranked competitive unit), all Scout Patrols must complete in all competitive events / scored activities
CAMPOREE EVENT PATCHES:	After your campsite has been cleared by one of the youth staff, the Unit Leader can proceed to the Staff HQ – Registration Advisor to pick up your Camporee patches and troop participation ribbon. If possible, please walk up to the Staff HQ to avoid any potential traffic jams at the entry / exit gate.
CHECKOUT:	All units must have their campsites inspected before leaving camp. After cleaning your campsite (including all designated common areas assigned to your Troop), go to the Registration area to request an inspection. All units are requested to complete the "Camp Critique" evaluation form included in this guide book. Please drop off the completed form when you are ready to Check-out.. (Don't forget to pick up your unit's patches & participation ribbon too)

On Arrival

Parking / Traffic Safety (vehicles within the campground)

Only vehicles carrying the unit's equipment may be driven to their campsite to unload. All vehicles are to be removed from the unit's camp after unloading (no more than 15-20 min.) and all vehicles must be removed by 8:00 PM, Friday.

- Drive Safely / Drive Slowly - Obey all posted speed limits within FSR
- Do not exceed 5 MPH within the Camporee campground and when entering / departing camp to minimize the dust level.
- All vehicles must be parked facing out to the access road as a mandatory fire safety precaution.
- The Camporee Staff may request you to relocate your vehicle, especially if it is parked in front of your campsite gate. **If a staff member asks you to move your vehicle, please be courteous and comply with the request.**

Exceptions: One trailer may be kept in the camp (the tow vehicle must be removed and parked in general parking area). No Recreational Vehicles (RV's) are allowed in camp. , except if required for a special needs person and only where designated by Camporee Adult Advisor / Security.

Check-In

- Gates will open at on **March 13th at 1:00 pm**. Participants should **NOT** plan to arrive before this time. Please be aware that we have hundreds of vehicles arriving and lines may form at any time. Our goal is to check you in and get you to your drop-off / parking area / campsite as quickly and safely as possible. **Speed limit is 5 MPH in camp and will be strictly enforced.**
- All Camporee packets contain a **Parking Permit** to be coordinated / assigned by the Scoutmaster to all drivers attending Camporee. This form must be completed in advance and placed on the driver's side dashboard (clearly visible) prior to arriving at the campground (controlled) entry gate. The permit must remain in-place while the vehicle remains in the campground.
- It is recommended that you arrive as early as possible to the Camporee opening time to set up your camp and begin your gateway / pioneering project(s). See the Camporee "Schedule of Events" for Staff safety inspection time(s).
- Upon entering the park you will be directed to and assigned parking area. There is limited time entry for vehicles carrying the unit's equipment to the campsite. There will be a designated unloading area for Scout drop-off. Units may bring wagons to transport personal camping equipment from the drop-off area to their campsite. Applied time limits are at the discretion of the Camporee Security Staff and will be strictly enforced.



Events & Activities

The following sections contain information on various Competitive Events, Non-scored Events, and other miscellaneous activities.

Delays

There may be some unavoidable delays at certain events. Please be patient. If needed, you may want to move to other shorter event lines and return the earlier event to still qualify for the “Presidential” award.

Tips

Some simple guidelines for the event:

- Once your scout unit has established / submitted the names of the patrols competing during the Camporee Registration period, don't change them during Camporee weekend. This can greatly reduce your chance of winning Presidential.
- You must participate in all of the “competitive” events, with the exception of the Scoutmaster / SPL Competition in order to be qualified to win the coveted “Presidential Award”. The competitive events include all of the patrol competitions in the morning as well as the troop competitions to include Campsite Inspection, Pioneering Project (see the rules for your project), and Golden Spoon/Pie Tin.
- When your Patrol checks in at any of the competitive events, please give the Staff - Event Leader your troop number and the name of your patrol to record.
- Scoring is based upon a compilation of all of your competitive scores. The better you are prepared the better chance you have of winning.
- Show your scout spirit, demonstrate leadership and team work, and please refrain from arguing.
- Get motivated / creative and have fun with the Camporee theme, including your attire, props, gateway project and other medieval embellishments, etc.
- Being “Prepared” includes your “10 Essentials”. The basic 10+ Essentials include: pocket knife (scout must carry the Totin' Chip, Whittlin' Chip as applicable), personal first aid kit, sun screen, waterproof matches and fire starter, food, signal device, water, extra clothes, rain gear, compass, flashlight.
- Reminder: No firearms or weapons allowed including swords, spears or replicas of medieval weapons. Toy firearm / weapons are also banned. Any such weapons will be confiscated. Under the supervision of an Adult Leader the exceptions include; scout-type pocket knives (see bullet item above / BSA rules apply) or specific use tools (hatchets/axes) that relate to the pioneering project / axe yard.



The Competitive “Scored” Events

All events are entirely Scout planned, run, and managed. Arguing, negotiating, or otherwise disagreeing with the youth staff may result in disqualification from the event as well as earning Presidential and may result in your Troop being asked to leave the Event Field.

All events will have a contingent of points dedicated to Scout Spirit. Scouts will be graded on their yell, flag, uniform, 10 essentials, leadership and teamwork.

All patrols must compete individually. There is no passing of information from one patrol to another. Scouts may not switch between patrols.

All patrols must remember to adhere to the Scout Oath and Scout Law when participating in all scouting events and activities.

All patrols (and every scout in the patrol) are not allowed to carry or use any electronic or scoring devices while on the event field. Your patrol could be disqualified from the event(s) and the electronic devices confiscated.

Adult Patrols are not planned for this Camporee.

Morning Competitive Events

The Morning Competitive Events are the keystone to any successful Camporee. Developing competitive events that can be challenging and fun is essential. The process itself promotes leadership, team-building, fairness, personal commitment among youth staff. It requires a knowledgeable, experienced and dedicated adult support staff. Competitive Events typically cover scouts skills involving Pioneering, First Aid, Height & Distance Estimation as well as Obstacle Course, Kim’s Game (a memory team-building game) however, events may be added or revised by the Camporee SPL.

Event Teams, directed by Event Leaders, are responsible for generating all required material and ensuring they know how to properly execute their event by Camporee. Event Team should meet weekly and their progress should be continually monitored by the SPL and the Scoring Advisor to ensure the planned event they have planned will be operable in the field. An adult Event Advisor will be monitoring the different events during the competition to ensure all events are running smoothly.

Unless otherwise noted below, all competitors are referred to as fellow “Frontiersmen”.

Morning “Competitive” Field Events

- All references to the Boy Scout Handbook are from the 12th edition
- Unless otherwise noted, all competitors are referred to as “Castaways”.

First Aid

As frontiersmen, your patrol has been exploring in the wilderness when you come upon fellow frontiersmen who have been injured during a horrific hunting accident. Your field skills will be put to the test as you come to their aid. You will need to know and demonstrate the First Aid skills you have already acquired in order to quickly and properly diagnose and treat the victims and save lives.

Hint: As a minimum, you must be ready to use "The Steps of the First-Aid Method" (see BSA handbook pgs. 130 -133).

Pioneering

You've been out hunting for days. Look...Bang...Nice shot! Now you need to get that deer back to camp. Your entire frontier patrol needs to assemble a structure or platform to carry the deer back to camp along a perilous trail. You will find three (3) lodge poles and rope to help you while on the trail. You should know and be able to properly tie any of the lashings (*Square, Diagonal, Round, and Shear Lashing*). Just like you learned in your Scout handbook, the quality and strength of your lashings are essential and they will be put to the test. Time is a factor too so, you need to be creative with how you assemble and then lash the all the lodge poles together to carry your deer (played by one of your patrol members) back to camp. Once you start back it is imperative that the deer does not touch the ground.

Hint: Refer to the BSA handbook pgs. 392-400.

Knots

It's going to be a long, very cold night on the frontier and you'll need to quickly set up your camp. In extreme conditions, frontiersmen must rely on each other for their survival. Knowing the proper knots will help your frontier patrol in any possible circumstance that may arise. In this event each frontiersman will need to demonstrate their knowledge and ability to tie the proper knots that may be needed to make useful tools, shelter from the elements, and to protect themselves. In this race against time, all frontiersmen should be prepared to tie the following knots, including Timber Hitches, Clove Hitches, Bowlines, Two Half-Hitches, Taut Line Hitches, Square Knots, and Sheet Bends. You must tie them well to withstand those extreme wilderness conditions. If you fail to use all the designated knots and hitches correctly, you will lose points.

Hint: Refer to the official knots shown on BSA handbook pgs. 382-390.

Kim's Game

It's time to pack all the necessary provisions you may need before you can set out with your frontier patrol on a long adventure. A quick trip to the outpost is needed by all the frontiersmen in order to stock-up as many supplies as possible. While at the outpost they all get a brief peek at what items are in stock. After they exit the outpost, they must collectively make a list of as many items as they can remember before they can be acquired from the outpost's quartermaster. Time is a factor because the outpost may sell all the supplies to the next frontier patrol.

Height and Distance Estimation

Your frontier patrol is out trap a bear when it spots a large bear standing next to an old dead tree. Your patrol must determine how far away is the bear and how tall is the old dead tree should the bear decide to climb to the top. Your frontiersmen may use height and distance strategies using those 'bear' essentials as described in the BSA handbook.

Hint: See BSA handbook (pg 348 - 351).

Note: Frontiersmen will not be able to use outlawed measuring devices (such as using measuring tapes, electronic objects or other mechanical or electronic measurement tools.).

Obstacle Course

Your frontier patrol spots an unusual looking animal on the trail ahead. Frontiersman are curious and decide to follow it as it scurries into the wilderness. You can only send four (4) of your frontiersmen while the others stay on the trail. Follow the course taken by this speedy little animal. Be sure to move as quickly as possible but do not stray off course.

Note: Registered units having patrols with less than 4 members must obtain other youth members from their unit to meet this requirement (that have not already participated in this event).

Fire-Building

As dusk approaches your entire frontier patrol arrives back in camp with a string of fresh caught fish. As you all become increasingly hungry, the entire frontier patrol will need to work together to start a fire that would cook your fish in the shortest time possible. Only one frontiersmen can be within the circle of safety when carving tinder from the kindling you are provided. Be weary as that frontiersman must show their Totin' Chip beforehand. Also you are very low on matches (only 3) and can only use one at a time so, make each one count. You can borrow a limited number of additional matches at an added cost (points and/or time).

Rules:

- Pioneers will be given limited matches and materials
- Extra materials and/or matches WILL cost (points and/or time)
- Scouts can only burn materials (e.g tinder, kindling, matches, etc.) provided by staff
- Scouts WILL be judged on knife safety (pgs 402 - 409)
- BSA rules apply to the handling and usage of knives and other sharp tools. These sharp knives/tools can only be used within the BSA designated 'circle of safety'.
- When a scout has an open knife within the circle, a loud verbal request must be made in order to enter the circle. Before another scout can enter the circle, the knife must be closed or sheathed. If these rules are not followed, then points being deducted. Unsafe (wild or uncontrolled) use of a knife can result in disqualification of the scout and/or patrol from the event.

Tie-Breaker Note:

In the event of a scoring tie, a question will be chosen from the Boy Scout handbook. Do you know your Scouting history?

Other “Competitive” Events & Activities

Unit Pioneering Project

There will be a separate competition for best Pioneering Project in a campsite. Projects are judged for quality, not quantity. All lashings are to be used properly and knots tied securely. Use your imagination and remember to be eligible, the project must meet these minimum requirements:

- a. 25 poles and 20 lashings and only be made of lodge poles, rope and a maximum number of pulleys (4 or less).
- b. No prefabrication of parts or assemblies before arrival at camp for any judged project.
- c. Adult help is not allowed during project set- up (e.g. holding roles, poles, etc) or ongoing construction; unless an actual safety issue is anticipated / occurs. Leaders may help giving guidance to the SPLs however there will be a hands-off policy for adults during the set-up / build process.
- d. Use only natural materials (Lodge poles, wood, rope, etc.) Examples of allowable exceptions: Pulleys, flags, theme-based decorations, Troop signage, anchor stakes and safety lines Examples of what is not allowed: metal fasteners, zip ties, nails, any tape or adhesives of any kind.
- e. Projects must be completed as noted in the Camporee “Schedule”.
- f. Ensure the safety of your pioneering project in that it has appropriate lashings, and is architecturally stable.

A violation of items a, b, c, d, e, or f is grounds for either a reduction in points or disqualification from the event and exclusion from competing for the Presidential Award.

Note: A roving patrol of misfits (Staff / Commissioners) will be assessing the Unit Pioneering Projects (See Exhibit 2 for the Pioneer Project Score Sheet). Beware, they are old and grumpy and should not be fed hand-outs that may inhibit their ability to move along and find their way back to their encampment.

Pioneering Project Safety

- Adult leader knowledgeable in lashings must be present at all times during the construction.
- An adult leader certified in Climb-On Safety must be present when any youth or adult is working higher than 6’ off the ground.
- All stakes must be covered or blunted.
- Support lines must have safety markers.
- **No climbing above 6 feet will be allowed.**
- If a structure is more than 6 feet high then the entire structure will need to be assembled on the ground, lifted into place (using adequate safety lines / manpower), and secured safely.

Pioneering Project Safety (Continued)

- All structures will be limited to 20 feet in height, including flagpoles. Exceeding this limit will result in a scoring deduction of 10 points.
- **If a safety issue arises that requires a Scout to climb over the 6 foot restriction,** the Unit Leader must obtain authorization from the Camporee Staff Safety Committee and/or the Camporee Adult Advisor in advance, and the following requirements shall apply:
 - An adult leader certified in “Climb-On Safety” must be present when any youth or adult is working higher than 6’ off the ground.
 - All projects must be properly anchored properly before **ANY** climber is authorized to climb.
 - With any pioneering project taller than 6’ off the ground, any participant in the project, whether builder or user, working higher than 6’ off the ground needs to wear a helmet and harness and be spotted by an anchored belayer.
 - All climbers must wear non-skid shoes.
 - One person is allowed to climb on a project at a time.
- The Safety Committee will continuously inspect projects for safety. Any issues identified by the Safety Committee will be handled according to the procedure noted above.

Patrol Flag Competition

Show your Scout Spirit by submitting your patrol flags for judging. Entries must be delivered to the staff area. See the Schedule of Events for the proper submission time. Judging criteria is at the sole discretion of the Judges.

Golden Spoon/Golden Pie Tin

Separate awards will be given for best entrée and best dessert. Only scouts may participate in the preparation of meals. Prepared dishes should feed six (6) judges. Judging criteria is at the sole discretion of the Staff Judges.

This is an event to measure your Scout’s ‘Iron Chef’ cooking skills. Meals / Desserts entries should be planned and prepared by Scouts. Each unit should send their prepared dishes (enough to feed our hungry judges) to Staff Headquarters for judging at the appropriate time (see Camporee “Schedule”). A panel estimated of six (6) judges will subjectively evaluate your dishes on the basis of best taste, presentation, etc. Judging to include both categories: entries for main dish and dessert. Awards will be based upon the best overall in each category. Scoring criteria is subjective and is at the sole discretion of the participating judges. One (1) winner each will be chosen to receive the coveted “Golden Spoon” or “Golden Pie Tin” Awards.

Webelos: Work with your adult leaders to create amazing dishes. We know you will need assistance executing, but the ideas should be yours!

Scouts: Your entry must be 100% you. An adult can only assist if safety is at issue.

Important Note: Units are responsible to sign the participation form when they enter their submissions in the competitions.

Scoutmaster/SPL Competitions

Competitions (TBD) are scheduled during the day (Check the Schedule for specific days / times). Wander down to the campfire bowl area and show your Scout Spirit by joining in the fun of these challenging competitions. Details will be announced at Cracker-barrel and/or the Saturday morning flag ceremony / Spirit Rallies.

Campsite Inspection

Frontiersmen know what's in their camp and where it belongs and how to keep their campsite orderly. So, when a group of seasoned explorers come to visit your campsite, they would expect to see all the right things in their place.

The “Non-Sc ored” Events

The adventure continues with the Afternoon Field Events. These non-scored events will be comprised of a combination of “Staff”, “Pack” and “Troop” run activities as noted below. They are meant for the scouts to join together and to have lots of fun. All events are purely voluntary and everyone is welcome!

Important: In order to participate in the following Afternoon Events, the SPLs must sign-up their unit at the Friday evening Cracker-Barrel. Staff Event Leaders and Adult Field Advisor will remain on the Event field to help coordinate these games. Rules will be thoroughly explained before the events begin!

Afternoon “Non-Scored” Field Events

Tug-O-War

In a representation of the struggle between the frontier and civilization, all participants will be divided into two opposing teams representing (Frontiersmen and City Folk). Game specific rules will be thoroughly explained before the activity begins.

Hunters and Wildlife (a.k.a. Dodge-ball)

Wow, as you make your way through the wilderness you cross paths with wildlife that pose a danger to you and your fellow frontiersmen. To protect yourselves you must fire projectiles (dodge-balls) and the dangerous creatures (bears, mountain lions and slithering snakes). What you didn't realize is that they have evolved in their habitat and learned how to return fire. When these two groups meet the action begins and nobody is safe. This is a game of elimination and a test of your aiming and running / avoidance abilities. Rules will be explained at the start of the game.

Frontier Football (a.k.a. Soccer)

All participants will be divided into two opposing teams. How hard can this be? You kick a ball back and forth, right? Guess what? There are official playing rules (Webelos may work towards earning the Soccer / Sports belt loops). Unlike ordinary city football, frontier football is played on a field with obstacles. You'll have to check in at this timed elimination event where the game specific rules will be announced beforehand.

Judging

The decisions of the Youth Event Staff and Camporee Adult Leaders are final. Any concerns must first be addressed between the Unit and Camporee SPLs and, if unresolved, between the Unit and Adult Staff Leaders. Please remember that Camporee is “boy-run” and they are doing their best to execute a complex series of events and your cooperation with them is most appreciated.

Additional Events

Assemblies

Camporee traditionally has planned camp assemblies: Saturday - Morning Opening / Flag Ceremony, Afternoon Assembly (SPL/SM competition), Evening Flag (lowering) / Flag Retirement Ceremony (campfire) as applicable, and Sunday Morning Religious Service, Flag (raising) & Closing (Awards) Ceremony, Afternoon Flag (lowering). Assemblies should include general announcements (upcoming events, time and place), awarding of the Spirit Animal, and SPL/SM Events.

Campfire/Camp Show

The Campfire should be an impressive event to culminate a successful Saturday. Those units who wish to perform a skit may take their submissions well in advance to the “Camporee Program ASPL” who will provide further direction.

Note: Scoutmasters should inform all Scouts / Scouters scheduled for OA Tap Out to be prepared in advance Include warm (layered) clothing / jackets to be worn to the Saturday

Spirit

To enhance Scout Spirit amongst the troops, a mystery Spirit item will be provided by the Camporee Spirit ASPL to the unit demonstrating the most spirit. The Spirit item will be presented to the winning unit at an assembly or Spirit Rally. The item must be embellished upon by the awarded unit then returned at the next assembly where another unit can be selected. Spirit is important...Remind your scouts that they must be in a patrol, recite their patrol yell, and if possible, wear themed attire when they arrive at each of the competitive events.

Departure Time

Lost and Found

Any lost items should be delivered to Staff / Staff Camp and will be placed in the ‘Lost and Found’ collection box in Staff Camp. Any unclaimed items will be brought to the first Pacifica District Roundtable after Camporee.

Check-Out

- On Sunday morning, units are encouraged to pack all their items and stage them at the front of their campsites, and have enough helpers ready and waiting for loading before bringing their vehicles to the campsite for pick-up. The goal is to minimize the traffic flow and the amount of time for loading in the midway area. Vehicles may begin hauling unit equipment from their campsite as noted on the Schedule of Events.
- **The Campground gate will be re-opened for incoming and outgoing traffic after the Awards Ceremony on Sunday morning.** Only one vehicle per unit will be allowed to drive from the parking area to the unit's campsite at a time.
- When your unit has packed and has checked to ensure the campsite is clean and all trash removed, you will need to have your campsite area inspected and approved by one of the Staff members on-hand. Once cleared you may depart. Stop at the Staff HQ to drop off your completed Camporee Critique form and to pick up your units Camporee patches before departing. Please maintain the posted speed limit on the outbound roadway (speed is monitored by the Ranger and citations will be issued).



Tour Leader's Checklist

Have I completed the following tasks and submitted the necessary forms (completed, signed and approved as required)?

- Checked the Pacifica District website periodically for any CAMPOREE updates. Go to <http://Pacifica.OCBSA.org>
- The **Camporee Registration Form** should be completed, checked for accuracy (headcount & dollars), and submitted with your check (made out properly and with the memo line filled in – Unit No. & Acct. No.) by the Early Registration deadline (February 27th, 2015). Late Registration ends (March 2nd, 2015)
- A **Photo Release** clause / statement (usually included within the troop's permission slip) signed or acknowledged as applicable for each person.
- Is the approved **Tour Plan/Permit** completed and in the custody of the Unit Leader, ready to be posted in camp or shown at Registration Check-In if asked? A link to the policy / form is found under the Resources tab of the OCBSA website.
- **Health and Medical Record** forms (Parts A&B) have been filled out completely for EACH PERSON in the unit. A link to the policy / form is found under the Resources tab of the OCBSA website.
- Have I completed the **PARKING PERMITS** and provided them to each driver for each vehicle that needs to enter the campground? This will facilitate express check-in at the entry gate. All Tour leaders are responsible to ensure such driver's have a valid CA Driver's license and adequate auto insurance per BSA guidelines.
- Tour Leader: Did I go over the highlights of the "Camporee Leader's Planning Guide" and the Rules with Scouters, Scouts, and Parents / Guardian?
- Have I conveyed all pertinent information to my provided a copy of this guide to my SPL?
- As we often get people at both the FSR and Camporee entry gates not knowing if they are in the correct location or at the right Camporee, please remind all drivers and guests that they are attending the "Orange County Council Pacifica District Camporee"; as well as, your registered Unit (Pack / Troop) Number; the Cubmaster's / Scoutmaster's or Tour Leaders' name.

Orange County Council Pacifica District Camporee



March 13 – March 15, 2015

Firestone Scout Reservation

Reference Approved Tour Permit No. _____ Date: _____

Early Registration: Fully completed forms and payment due by ~~February 27, 2015~~ **MARCH 4, 2015**

Late Registration: After ~~February 27, 2015~~ **MARCH 4, 2015.**

NOTE: With any late registration and payment submissions, please bring a copy of your completed registration and payment receipt to Camporee for verification purposes only.

Unit Number: _____ (of your Webelos Pack, Boy Scout Troop, Venture Crew)

Unit Leader Name (Scoutmaster, Cubmaster): _____

Leader Street Address: _____ e-mail: _____

City: _____ Zip: _____ Phone: (____) _____

Alternate Contact Name: _____

City: _____ Zip: _____ Phone: (____) _____

Patrol Names: _____

(Note: Patrol names and individuals assigned to patrols must not be changed)

EARLY / LATE REGISTRATION FOR UNITS CAMPING TWO NIGHTS

Number of Youth Attending _____ times \$21.00 (early) or \$26.00 (late) each = \$ _____

Number of Adults Attending _____ times \$21.00 (early) or \$26.00 (late) each = \$ _____

EARLY / LATE REGISTRATION FOR UNITS CAMPING ONE NIGHT

Number of Youth Attending _____ times \$16.00 (early) or \$21.00 (late) each = \$ _____

Number of Adults Attending _____ times \$16.00 (early) or \$21.00 (late) each = \$ _____

EARLY / LATE REGISTRATION FOR DAY USE (GUESTS) ONLY

Number of Youth Attending _____

Number of Adults Attending _____

(No Cost for Non-Participating Day Use, Observers Only)

OCBSA - Total Remittance to be credited to Account #1-6801-141-20 = \$ _____

Please Mail Completed Registration Form With Payment To:

Orange County Council, Boy Scouts of America

1211 East Dyer Road

Santa Ana, Ca 92705

Attn: Pacifica District Camporee (Acct. # 1-6801-141-20)

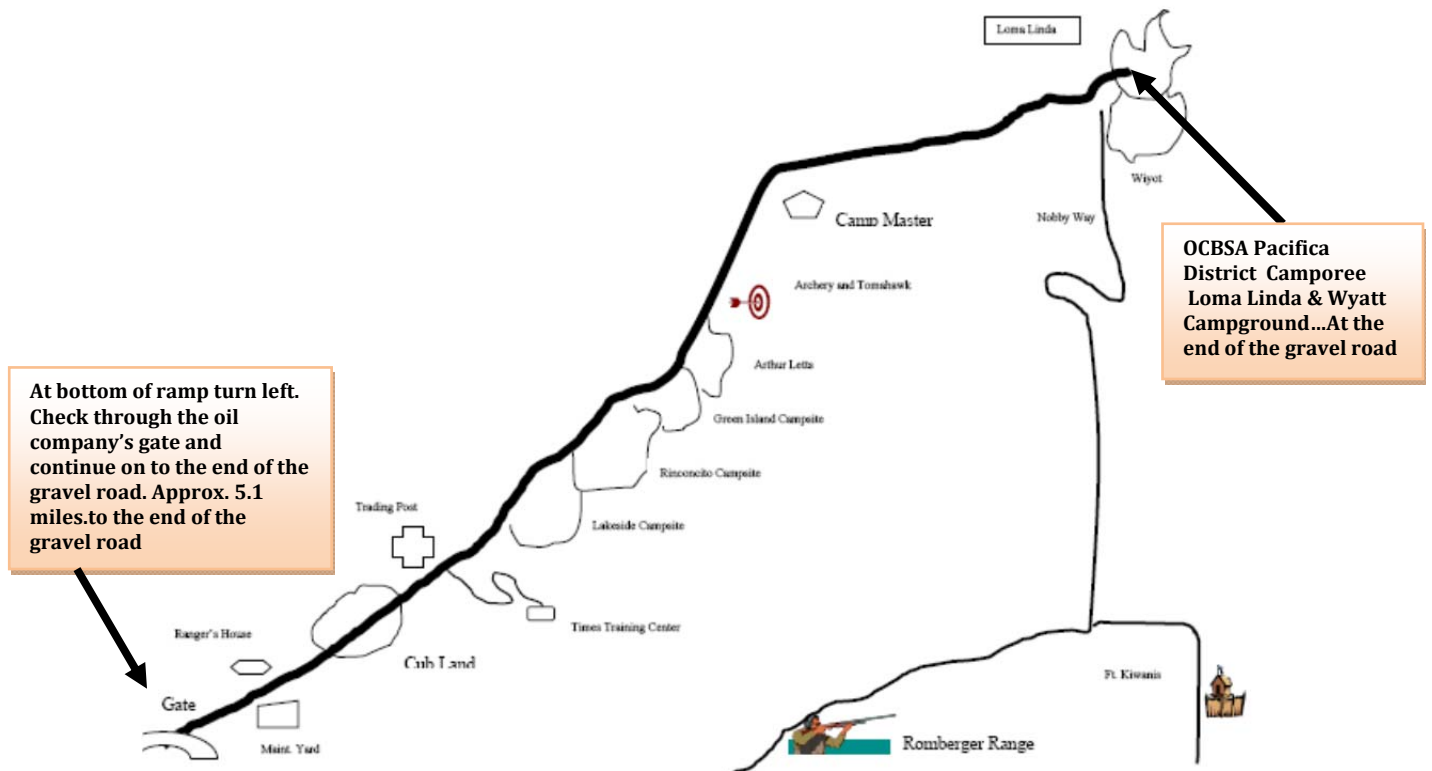
Firestone Scout Reservation - Driving Directions / Map

The Orange County Pacifica District Camporee will be held at Firestone Scout Reservation (FSR) in Brea, CA. The *Loma Linda / Wyatt* campsite area has been reserved for this eventful weekend. **Please do not arrive on Friday before 1:00 pm as the campground will be closed for set-up.** Allow ample time for rush hour traffic. All units are expected to checkout by Noon on Sunday. Please contact the Camporee Adult Advisor to request any deviation from this policy.

Driving Directions

- From H.B./Westminster, take the CA-22 Fwy. (East);
- Exit 14D for I-5 / CA-57 No.; (Merge onto CA-57 No.)
- Exit 11 (for Tonner Canyon Rd.) turning left (East) at the stop sign at the bottom of off-ramp onto Tonner Canyon Road and continue on through the guard gate.
- Watch for the temporary "O.C. Pacifica District Camporee" signs.
- You will travel approx. 5 miles on paved road and another 1 mile on gravel/dirt road arriving at the Loma Linda / Wyatt campground. Please be aware of the reduced speed limits posted at Firestone Scout Reservation!

LOS ANGELES AREA COUNCIL FIRESTONE SCOUT RESERVATION



FIRESTONE BOY SCOUT RESERVATION

PARKING PERMIT

Please write legibly and use bold black ink for visibility at night.

Troop Pack Unit No. _____

Disabled or Medical Parking (Handicapped Placard required)

Tour Leader’s Name _____

Vehicle License No. _____ Trailer: Y / N

Vehicle Licensed Driver: _____

Rules and Regulations:

- This permit must be kept on your dash (driver’s-side), and must be complete, readable and visible by Staff - Parking Control.
- Park your personal vehicle “HEAD OUT” in case of emergency evacuation and all drivers must keep their keys on their person at all times
- One equipment trailer allowed in campsite space permitting. Park in the rear of the campsite.
- Unit assigned vehicles may enter camp ONLY to load or unload gear.
- DO NOT PARK OR LEAVE YOUR VEHICLE IN CAMP.
- Scout drop of point will be designated (be prepared to hike). Your unit may make a handcart available for purposes of hauling personal gear / light equipment only (not to be used for riding).
- If you park blocking another car, and the Ranger or Staff – Parking Control cannot find you, you may be towed (at owner’s expense).
- No “In and Out Parking” except for emergencies.
- Lock vehicle and set brakes. BSA is NOT RESPONSIBLE for items lost or stolen from vehicles.
- NO VEHICLES IN CAMP after 8:00 PM on Friday
- Follow directions of Staff - Parking Control at all times.
- Drive Safely on ALL camp roads and observe posted speed limit(s).
- Citations may be issued for violation of Rules & Regulations and may result in your unit’s loss of competition points.
- VEHICLES WITHOUT A SIGNED PERMIT MAY BE TOWED

Note: Traffic is regulated by the on-site Firestone Ranger. Vehicles blocking emergency exits may be towed at owner’s expense. Vehicles violating the posted speed limit may be subject to immediate removal from the Firestone Scout Reservation. In either case, no camping refunds will be allowed.

Attachment # 4

Pioneering Project Score Sheet

Troop/Pack Number _____ Total Points _____

Grading guidelines:

- To qualify, the project must use a minimum of 25 poles and 20 lashings.
- Consider what *percentage* of a project meets the criteria. For example, give more points to a project with three loose lashings out of 100 total lashings; give fewer points to a project with three loose lashings out of 20 total lashings.

Maximum possible points: 100+

Points Awarded	Possible Points	Description
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Lashings and Knots

0 to 15+ points	Lashing types: 5 points for each type of lashing. 1 lashing = 5 points, 2 lashings = 10 points, 3 lashings = 15 points. Add 1 point for each additional lashing.
0 to 15 points	Application of lashing types: Certain joints require specific lashings. Were the appropriate lashings used?
0 to 20 points	Tight lashings: Are the lashings tight? Do any joints slip?
0 to 10 points	Rope ends: Are all ropes whipped or spliced?
0 to 5 points	Knots: If knots are used for other than lashings, are they tied and used properly? If no knots are used, give max points.

Overall Project

0 to 15 points	Stability: Is the project stable? Does it use pioneering techniques to improve stability?
0 to 5 points	Theme: Does the project incorporate the Camporee theme? Give more points to project design (a drawbridge for a medieval theme, for example) than theme-related props hung on the project.
0 to 5 points	Flags: Does the project include flagpoles to display American, Troop, and other flags? Can the flags be raised and lowered? Give 3 points for one flag, 5 points for two or more flags.
0 to 10 points	Creativity: Is the design creative? Is it a unique design or include unusual elements? Give Scouts credit for attempting something different.

Deductions

0 to -15 points	Safety: Was the project safe for the Scouts building it? When the project is complete, is it safe for someone on or around it?
0 to -10 points	All-natural materials: Use only natural-fiber rope and pioneering poles. No metal except for pulleys. Deduct 1 point for each non-natural item. Don't deduct for theme-related props, unless they are a fundamental part of the project structure. Don't deduct for synthetic rope used for flag halyards or safety lines.
0 to -15 points	Constructed on site: No part of the project can be prefabricated and then brought to Camporee. It must be completely constructed on site.
0 to -25 points	Scout-built: Was the project constructed completely by the Scouts? Deduct points for any adult help except that needed for safety.

Attachment # 5

2014 Pacifica District Camporee Campsite Inspection: Scoring Sheet

Troop / Pack Number _____

Points Awarded Possible Points Description Both the Scout and Adult areas should be considered when grading

Section A. Layout

	1 – 10	Layout: Is there a definitive pre-planned set up? Does the camp have an organized format? Remember some sites will be odd shaped due to space available. Do not deduct points if layout is forced to change to meet the site requirements.
	0 – 5	Axe Yard: Is there an axe yard with an axe? Is it properly roped off with ample distance from the center of the yard to the rope?
	5	Duty Roster Posted: Is there a duty roster posted and is it legible? 5 = yes 0 = no
	5	Menu Posted: Is there a menu posted and is it legible? 5 = yes 0 = no
	5	Tour Plan Posted: Is there an approved tour permit posted and properly filled out? 5 = yes 0 = no
	5	U. S. Flag: Is the American Flag Displayed Properly? 5 = yes 0 = no
	5	Unit Flag: Is the Unit Flag Display Properly? 5 = yes 0 = no
		Total Layout

Section B. Safety

	5	Adult on Duty: Is there a responsible Adult on Duty? 5 = yes 0 = no
	0 – 5	Safety Ribbons: Are there safety ribbons/flags attached to each tent rope or trip hazard, any perimeter rope and the axe yard perimeter? 0 = none, 5= 90% or better, 4= 75-90%, 3= 50-75%, 2= 25-50%
	5 to -5	First Aid Kit: Is there a First Aid Kit Visible and Accessible in Camp? If the First Aid Kit is missing score -5.
	5	Fire Equipment: Are there two buckets, one filled with sand and the other filled with water. Buckets of sand and water should be located at each section of tents (3 points). Is there a shovel centrally located in the campsite? (2 points for shovel)
	0 - 5	Fire Equipment: is there one Fire Extinguisher per cook area? -4 points if Extinguisher is expired.
	0 – 5	Rules: Are fire sources at least 10 feet away from any tent? Is there a 10 foot area cleared around the cook stove? Is food stored in patrol boxes or a supply tent?
		Total Safety

Section C. Cleanliness

	5	Scouts in Camp: If there are no Scouts in the Camp except for the SPL During the Competitive events score 5 points. (The SPL is not required to be in camp.)
	1 – 5	Personal Equipment: Is gear inside of the tents organized or in a jumble? You may not open a tent that is closed. If all tents closed score 5 points.
	1 – 5	Tents: Are all tents set up correctly?
	0 – 10	Clean Campsite: No trash around all of the equipment, materials and tools stowed properly. Each point equals a 10% grade, e.g.: 10= 100%, 9= 90%
	5	Theme Items: Score 5 points if there are theme items present (other than gateway). 5= yes, 0= no.
		Total Cleanliness



OC Pacifica District - Camporee Critique

March 13-15, 2015

Please help us to improve future Camporees by completing this survey and dropping it off at REGISTRATION when your unit checks-out. Thank you!

1 = Poor 5 = Great

Questions	1	2	3	4	5
Pre Camporee					
1 Was the Camporee information clear / accessible? (District website, Camporee packet. registration packet)					
2 Was the early registration at Roundtable convenient?					
CAMPSITE					
3 Rate "Firestone" as a Camporee location spot.					
4 Did Registration (Check-in /Check-out) go smoothly?					
5 Was your campsite size adequate?					
6 Were the toilet facilities adequate?					
7 Was the parking adequate?					
PROGRAM					
8 Did the Camporee Program meet with your expectations?					
9 Rate the Morning (competitive skills) Events.					
10 Rate the Afternoon (non-competitive) Events.					
11 Rate the SM / SPL Events					
12 Rate the overall Campfire program. (Flag ret., slide show, unit skits, etc.)					
12 Rate the overall Campfire program.					
13 Rate the Awards Ceremony (ribbons)					
PERSONNEL					
14 Was the Staff courteous and helpful?					
15 Did Security / Parking Control perform its function?					
MISCELLANEOUS					
16 Did the Scouts have a good time?					
17 Do you plan to attend next year?					

Please list any names (unit no. & full name) of adult Scouters that might consider volunteering for Camporee Staff next year.

Comments / Suggestions: **(Use back of form if more space is needed)**
